Black Pearl Software
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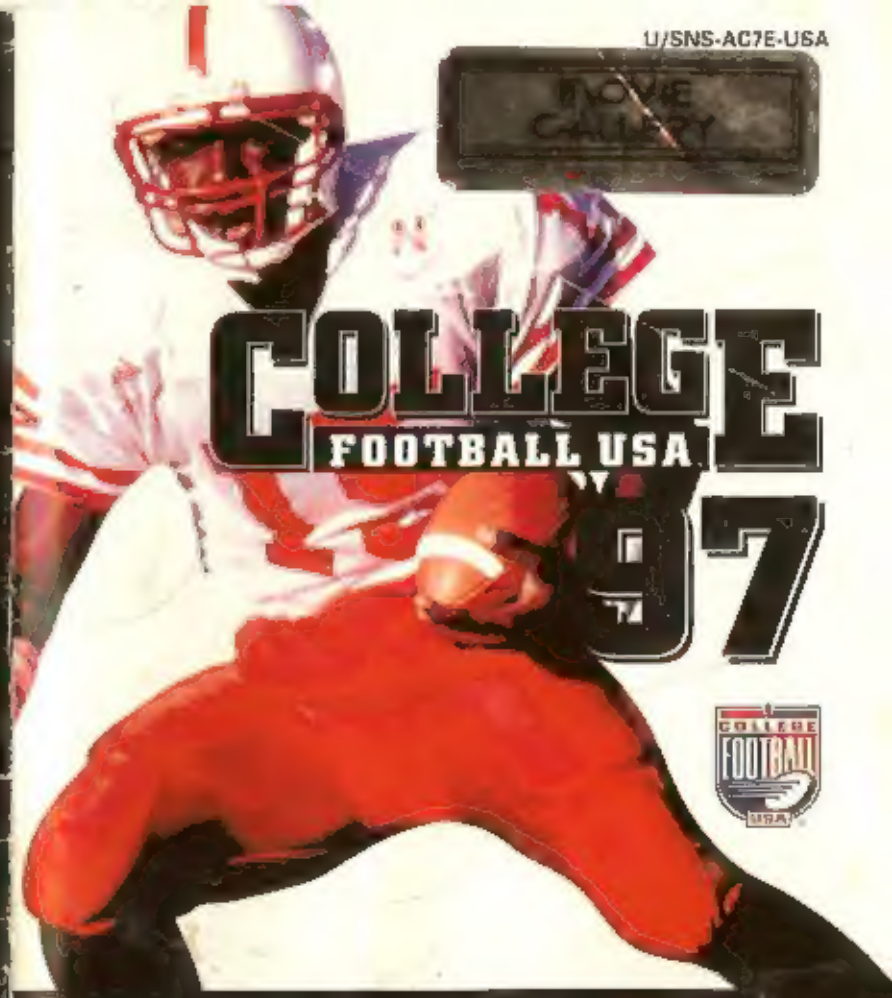
MOVIE GALLERY

COLLEGE FOOTBALL USA '97



KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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TABLE OF CONTENTS

STARTING THE GAME 3
RESETTING THE GAME PAK 3
CONTROL SUMMARY 4
MENU CONTROLS 4
BEFORE THE SNAP 4
AFTER THE SNAP 5
GAME SETUP SCREEN 5
EXHIBITION GAME 6
SETUP SCREEN 6
TEAM SELECT SCREEN 6
USER RATINGS SCREEN 7
NEW SEASON 8
SETUP SCREEN 8
TEAM SETUP SCREEN 8
WEEK SCHEDULE SCREEN 9
SAVE SEASON/TOURNAMENT 11
NEW TOURNAMENT 12
SETUP SCREEN 12
CONTINUE SEASON/TOURNAMENT 13
BEFORE THE GAME 14
THE PREGAME MENU 14
THE COIN TOSS 17
PLAYING THE GAME 17
KICKING 17
RETURNING THE KICK 18
CALLING A PLAY 18
THE PLAY CLOCK 19
OFFENSE 19
DEFENSE 21
THE PAUSE MENU 22
PLAYOFFS AND BOWL GAMES 24
PLAYOFFS 24
BOWL GAMES 24
TIES 24

THE ROAD TO NEW ORLEANS™

Get ready to kick off an all new season of college football, featuring authentic college playbooks, all 111 Division 1-A teams, and the Nokia Sugar Bowl, site of the 1997 National Bowl Alliance Championship game. Does your team have what it takes to go the distance?

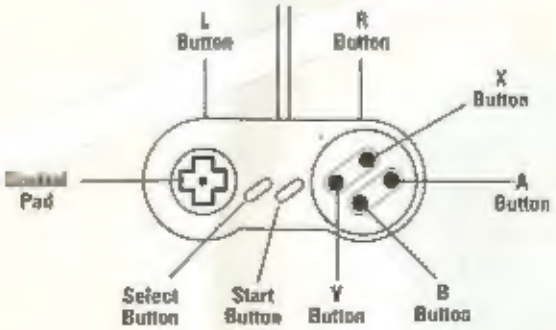
STARTING THE GAME

1. Turn OFF the power switch on your Super NES. Never insert or remove a game pak when the power is on.
2. Insert College Football USA™97 into the slot on the Super NES. To lock the game pak in place, press firmly.
3. Turn ON the power switch. EA SPORTS™ logo appears. If you don't see it, begin again at step 1. Press **START** to continue to the Game Setup screen.

RESETTING THE GAME PAK

Your College Football USA 97 game pak can be reset to its factory settings, allowing you to erase any user records, changed formations, and saved seasons or tournaments.

1. From any game screen, press **A+B-START**, while holding **RESET** on your Super Nintendo. The screen turns green.
2. Release the four buttons and press **RESET** again. The cartridge battery is cleared, restoring the factory settings.



CONTROL SUMMARY

MENU CONTROLS

Highlight options	Control Pad up/down
Cycle through options	Control Pad left/right
Select an option	**START** or **X**
Pause Game	**START**

KICKING

Set kicker in motion	**X**
Aim ball	Control Pad left/right
Kick ball	**X**
Set Onside Kick formation	**A**, then **A**, **B**, or **X** for left, standard, or right formation

RECEIVING A KICK

Take control of receiver	Control Pad
Position to receive onside kick	**A**, then **A**, **B**, or **X** for left, standard, or right formation

BEFORE THE SNAP

OFFENSE

Call an audible	**A**, then **A**, **B**, or **X**
Call a fake snap signal	**B**
Snap the ball	**X**

DEFENSE

Player movement	Control Pad
Call an audible	**A**, then **A**, **B**, or **X**
Control a different player	**B**
Fire off the line	**Y**

AFTER THE SNAP

OFFENSE

Running

Player movement	Control Pad
Dive	**A**
Explode forward	**B** (tap)
Spin	**B** (hold)
Hurdle	**Y**
Hand off or lateral on option plays	**X**

Passing

Call up Passing letters	**X**
ABX Passing ON: Pass to one of three receivers	**A**, **B**, **X**
ABX Passing OFF: Cycle through five receivers	Press **A** or **B** repeatedly to select receiver, then **X** to pass

Receiving

Dive for the ball	**A**
Control receiver closest to ball	**B**
Raise hands or jump and raise hands	**Y**

DEFENSE

Dive at ball carrier	**A**
Control defender closest to ball	**B**
Jump and raise hands to attempt a block or interception	**Y**
Power tackle	**X**

GAME SETUP SCREEN

From the Game Setup screen you can select a play mode or view the credits.

EXHIBITION GAMES

SETUP SCREEN

If you select EXHIBITION as game mode, the Setup screen gives you the options listed.

HOME TEAM Select the home team. Teams are listed alphabetically and their logos appear as you cycle through the different teams.

VISITOR TEAM Select the visiting team. The visiting team gets to call the coin toss.

GAME LENGTH Select either 20, 40, or 60 minute games.

WEATHER Select from FAIR, WINDY, RAIN, or SNOW.

• When you've made the selections you want, press **START**. The Team Select screen appears.

TEAM SELECT SCREEN

Select the team that you want to control.

To make selections:

1. Control Pad ↔ to position the controller icon under the team you want. If you leave the icon in the middle, the computer controls both teams.
2. When you're done selecting, press **START**. The User Records screen appears. See User Records Screen on p. 7.

MULTI-PLAYER ADAPTER

The Multi-Player adapter lets up to four people play 3-on-1, 2-on-2, or 4-against the-computer.

When you use the adapter, the Team Select screen appears with four controller icons, each a different color. Move the controller icon ↔ to choose a team and press **START**.

The colors assigned to each controller are:

Controller	1	2	3	4
Color	Orange	Red	White	Gray

- On offense, one player is always the quarterback and playcaller. Other players can press **B** to cycle through the other positions and take control of any player except the quarterback.
- On defense, the same player that calls the offensive plays calls the defensive plays. Again, other players can press **B** to select other positions to control.

NOTE: In Computer vs. Computer play, any button pressed on the Controller except START returns you to the Game Setup screen.

- The person who presses **B** first takes control of the player closest to the ball on offense and defense. The person who presses **B** second takes control of the second closest player, and so on.

USER RECORDS SCREEN

Here you can enter a name and track your performance records.

- To skip this screen without entering a name, select NONE and press **START**.

To enter a name:

1. Control Pad ↕ to move the highlight box to one of seven name slots. Press **START** or **X** to select a slot. The Enter Player Name screen appears.
2. Enter another name or press **START** or **X** to continue. The Player Selection menu appears.
3. Control Pad ↕ to SELECT the highlighted PLAYER, ERASE the highlighted PLAYER, RESET the CPU and erase all user records, or CANCEL and return to the User Records screen.
4. Press **X** to continue to the Pregame menu (see p. 14 for more information).

NEW SEASON

Choose between Bowl games or Playoffs to determine the National Champion, and play through a whole season with one or more teams.

NOTE: If you start a new season, any old season or tournaments are erased.

SETUP SCREEN

If you select NEW SEASON, the Setup screen gives you the following options:

GAME LENGTH Select either 20, 40, or 60 minute games.

WEEKS Choose a 1–12 week season.

FINALS Chooses to complete the season with PLAYOFFS or BOWL GAMES.

PLAYERS 1–16 players can participate in a Season.

NOTE: When you select the number of players, you determine the number of games a human player actually plays. For example, if you choose 4 players, you can select four different teams at the Team Setup screen and can play a maximum of four games per week during the scheduled season.

- After making your selections, press **START**. The Team Setup screen appears.

TEAM SETUP SCREEN

Select the teams you want to play with through the season. The same number of team slots appears on the Team Setup screen as the number of players you chose from the Setup screen.

- Control Pad ↕ to select a team slot; Control Pad ↔ to cycle through team names.

NOTE: You can play without entering your own name (i.e., just selecting a team), or you can enter a name and track your performance. See User Records Screen on p. 7.

- When you've finished making your selections, press **START** to go to the Week Schedule screen.

WEEK SCHEDULE SCREEN

This screen lists the schedule for the entire season on a week-by-week basis, starting with week one of the season.

- To view all 56 of the matchups for the week, Control Pad ↕.
- To view the other weeks' matchups, Control Pad ↔.

The games you're scheduled to play have a controller icon beside them and are termed HOLD games. All other games on the schedule default to CPU, or computer-played games. You can change individual HOLD games to CPU and back.

- To toggle between CPU and HOLD games, highlight the game and press **X**.
- To display the Week Schedule menu, press **START**.

WEEK SCHEDULE MENU

- To select the highlighted option or toggle an option ON/OFF, press **X**.
- To exit an option screen and return to the Week Schedule menu, press **START**.
- After setting up your season, select PLAY WEEK to go to the Team Select screen. See Team Select on p. 6 for more information.

WEEK SCHEDULE Return to the Week Schedule screen.

PLAY WEEK After you select the games you want to play the first week, select PLAY WEEK. All CPU games play automatically and you play the HOLD games. When you complete all the games you chose to play in week one, you return to the Week Schedule screen.

SEASON STATS View cumulative team, passing, rushing, receiving, defensive, kicking, and punting stats for the season.

To view the Season Stats:

1. Select SEASON STATS. The Stats menu appears.
2. Control Pad ↕ to highlight a statistic category, and press **X**.

   On the Team Stats screen:

   - To cycle through the teams on the schedule Control Pad ↔.
   - To cycle through the categories, press **A** or **X**.

On all other Stats screens:

- Control Pad ↔ to cycle through the statistic categories, and Control Pad ↕ to view all the players.
- To scroll faster, Control Pad ↕ and hold **X**.

3. Press **START** to return to the Stats menu.
4. Select EXIT to return to the Week Schedule menu.

TEAM ROSTERS View Energy Level (check if your players are tiring), Speed, Quickness, Awareness, Weight, Range or Hands, Power or Block, and Accuracy or Tackle ratings.

- To cycle through the teams on the schedule, Control Pad ↔.
- To cycle through the categories, press **A** or **X**.

TEAM SCHEDULES View the entire season schedule for each team. The schedule lists who and where they play, scores of completed games, and the selected team's record.

- To cycle through the teams, Control Pad ↔.

RANKINGS Teams are listed in order of rank. Team rankings are based on the toughness of a team's schedule, its record, and its offensive and defensive performance.

- To cycle through conference rankings, Control Pad ↔. To view more teams, Control Pad ↕.
- To toggle between the win/loss record screen and the current rankings, press **X**.
- To bring up the Week Schedule menu, press **START**.

MVP CONTENDERS Displays the statistically best offensive players.

INJURIES With Injuries ON, players are subject to over 70 different injuries. When a player is injured, a substitution is made automatically.

- To toggle Injuries ON/OFF, press **X**.

SET ALL GAMES TO HOLD If you wish to play every game in a week's schedule, select this option.

SET ALL GAMES TO CPU If you have set some or all of the games to HOLD, and want to switch them back to CPU, select this option.

GAME SETUP Return to the Game Setup screen.

SAVE SEASON/TOURNAMENT

- To save your Season/Tournament, at the end of a Season or Tournament game press **START** at the Options menu.

NOTE: You can only save one season or tournament at a time.

NEW TOURNAMENT

Go head-to-head in a round robin or single elimination tournament.

NOTE: If you start a new tournament, any existing season or tournament is erased.

SETUP SCREEN

To play a Tournament:

1. Select NEW TOURNAMENT from the Game Setup screen.
2. Select GAME LENGTH, TYPE, and the number of PLAYERS, and press **START**.

SINGLE ELIMINATION

4, 8, or 16 players compete in a single-elimination Tournament. When you select SINGLE ELIMINATION, the Team Setup screen appears with an empty playoff tree displayed. Select your team and enter a name for identification purposes. Duplicate team selections are allowed.

- Control Pad ↕ to highlight a team entry slot.
- Control Pad ↔ to cycle through the teams.
- Press **X** to enter a name.

NOTE: Entering a name here does not mean you are tracking your performance statistics. (See User Records Screen on p. 7.) Instead, you are entering a name to identify yourself.

- Press **START** when you've finished making selections. The Tournament screen appears.

The Tournament screen shows the matchups for the tournament.

- To select the matchup you want to play first, highlight the game with the Control Pad and press **START** or **X**. The Team Select screen appears. See The Team Select Screen on p. 6.

ROUND ROBIN

When you select ROUND ROBIN as your game play type, the number of players varies from 4–16. You can enter names, and duplicate team selections are allowed.

If 4–8 players are entered in the tournament, there is a single division. Selecting 9–16 players creates two divisions. The placement of teams into divisions is random, and each team plays its division rivals twice (once home, once away). Once you've decided upon the number of players, press **START**. The Team Setup screen appears.

After you choose teams and enter names, the Tournament screen appears, listing the matchups for the Tournament. Every game must be played—no simulations allowed, but games can be played out of sequence. For example, you can play the third game in the tournament before the first game.

- To cycle through tournament matchups, Control Pad ↔.
- To select a game, Control Pad ↕ to highlight the game and press **X** or **START**. The Team Select Screen appears. See Team Select Screen on p. 6.

At the end of the round robin portion of the Tournament, the teams with the best record in each division go on to a single-elimination playoff. The number of teams in each division determines the number of teams included in the playoffs. If there are less than 5 teams in at least one of the divisions, the top 2 teams in each division go on. If there are more than 5 teams in all the divisions, the top 4 teams continue to the playoffs. Thus, from 2–16 teams can participate in the final playoffs.

CONTINUE SEASON/TOURNAMENT

Select these game modes to continue a season or tournament in progress at the next scheduled game. To continue, you must first complete a season game or win a tournament game. If you quit in the middle of a game, that game is not saved and must be played again from the beginning.

- To resume a season or tournament in progress, select CONTINUE SEASON/TOURNAMENT from the Game Setup screen.

BEFORE THE GAME

THE PREGAME MENU

Before every game the pregame extravaganza sets the stage for the upcoming contest.

To select options from the Pregame menu:

1. Control Pad ↕ to highlight an option.
2. Press **X** to select the option.
   - To toggle some options ON/OFF, or to toggle between choices available, press **X**.
3. Press **START** to return to the Pregame menu.

START GAME: Select this option when you're ready to play. The Coin Toss screen appears. See The Coin Toss p. 17.

TEAM MATCHUPS: Compare the relative strengths and weaknesses of the teams about to play.

NOTE: You can only view Team Matchups during the pregame report.

TEAM ROSTERS: Lists the rosters of the two teams.

- To switch between the teams, Control Pad ↔.
- To cycle through the positions, press **A** or **X**.

USER RECORDS: View your performance records. You must enter a name at the User Records screen to track your stats. See User Records Screen on p. 7.

- To view all the records, Control Pad ↕.

SCOREBOARD: The scoreboard keeps you up to date on the day's scores. This option is also available from the Pause screen.

- To view all the scores, Control Pad ↕.

NOTE: The Scoreboard option does not appear during Tournament play.

SET PENALTIES: Turn penalties off or crank 'em up and play by the rules.

- To highlight a single penalty, Control Pad ↕.

The penalty slider sets the likelihood that infractions are called.

- To move the slider to increase/decrease the chances you'll get caught giving somebody the business, Control Pad ↔.
- To adjust all the penalties simultaneously, hold **A**, then Control Pad ↔.

SUBSTITUTIONS: Any member of your squad can be brought into the game—or taken out—from the Substitutions screen. Check your player's energy level to see if he's fatigued. When players are knocked out by injury, substitutions are made automatically.

You can substitute a player for all formations, or you can substitute a player just for a specific formation.

To substitute a player for a specific formation:

1. From the Substitutions screen, Control Pad ↔ to move through formations. Control Pad ↕ to cycle through and highlight positions.
2. Press **X** to select the highlighted position and display substitutions available. The player's number, primary position, and overall rating are displayed.
3. Control Pad ↕ to view the available substitutes. When the player you want appears below the current player, press **X** to make the switch.
4. Press **START**. A window opens with several options. Select EXIT to accept the changes and return to the Pregame menu.

NOTE: To substitute a player for all formations, follow the procedures above but from the All Formations screen.

SET AUDIBLES: Change the audible settings. These settings remain until you reprogram them. The pre-programmed settings are as follows:

Offense: **A**–Wishbone, Triple Option Rt.
B–Wishbone, Rt. Streak
X–Pro, Hook Outs

Defense: **A**–4-4 Formation, Tight Man
B–4-3 Formation, Medium Zone
X–Nickel, Full Zone

To change the audible settings:

1. Select SET AUDIBLES. The Set Audibles screen appears.
2. Control Pad ↕ to highlight the button you want to change (e.g., SET OFFENSE AUDIBLE A) and press **X**. The Formation screen appears.
3. Highlight the formation and play you want, and press the appropriate button to select that formation and play. When you're done, the Set Audible screen returns.
4. Select EXIT to return to the Pregame menu.

TIP: When you are using the 1 Box mode, you can also fake out the opponent when setting your audibles. See Calling a Play on p. 18.

PLAY CALL: College Football USA 97 features two modes for calling plays: 1 BOX or 3 BOX. 1 BOX allows you to bluff when calling your plays. 3 BOX is a simpler play selection method. To learn more about these two modes, see Calling A Play on p. 18.

PASS CATCH: Two pass catch modes are available: AUTO and MANUAL. In both modes, the spot where the pass is aimed is highlighted with a target.

In AUTO Passing, the computer controls your pass receivers. This mode is easier than Manual.

In MANUAL Passing, you take control of the intended receiver after the quarterback has thrown the ball.

ABX PASSING: Toggle ON/OFF. Choose between three or five potential receivers. With ABX Passing ON, three receivers are available, and you see the appropriate button letters next to the receivers as they run up the field. Turn ABX Passing OFF and you can select from five receivers. See Passing and Receiving on p. 20.

INJURIES: Toggle ON/OFF. See Injuries on p. 11.

ABORT GAME: Select this option to quit your game and return to the Game Setup screen.

THE COIN TOSS

The visiting team chooses heads or tails. If you are the visitor, you make the call.

- To select heads or tails, Control Pad ↕. You must make the call while the coin is in the air.

If you win the toss, you can receive, kick, or choose which end of the field to defend.

- To make your choice, Control Pad ↕ to highlight the option you want, then press **X**.

If you lose the toss, depending upon your opponent's choice, you choose either the goal you defend, or whether to kick or receive.

- To choose a goal to defend, Control Pad ↕, then press **X**.
- Press **START** to start the game.

PLAYING THE GAME

KICKING

The Kick meter allows you to place your kick just about anywhere on the field. Kicks are affected by wind, so keep an eye on the wind direction when gauging your kick. The following instructions apply to kickoffs, punts, and field goals:

To set the kicking team in onside kick formation during a kickoff:

1. Press **A** to call an audible.
2. Press **A/X** for an onside left/right formation.
3. If you change your mind, press **A** to call an audible, and then press **B** to return to standard formation.

NOTE: An onside kick must travel at least ten yards before the kicking team can recover the ball.

RETURNING THE KICK

When receiving, both kickoffs and punts are automatically fielded by your deep men, provided your team is in proper formation.

TIP: On kickoffs, your team is automatically set in the kick receiving formation. For punts, you must choose PUNT RETURN or PUNT BLOCK to field a deep man.

To set the receiving team in onside kick formation:

1. Press **A** to call an audible.
2. Press **A/X** to defend an onside left/right kick.
3. Press **B** to return to standard formation.

Kick returners automatically field the ball and run.

- To take control of the kick returner, Control Pad in any direction.

CALLING A PLAY

There are two ways to call a play from the Play Call screen: 1 or 3 Box modes. In both modes, you select a Formation first, then a play. 1 Box mode lets you bluff when calling a play. To learn more about how to select the mode you want, see Play Call Mode on p. 16.

To call a play in 3 Box mode:

1. From the Formation screen, select the formation you want, then press the corresponding button. The Play Call screen appears.
2. Select the play you want, then press the corresponding button. You return to the field at the line of scrimmage.
   - If you choose a formation or play and then change your mind, select SET FORM to back up and select a different formation.
   - To call a timeout from the Play Calling screen, select TIMEOUT.

For more information see Timeout on p. 23.

- To go to the Instant Replay screen, select INSTANT REPLAY. For more information see Instant Replay on p. 23.
- To quickly check your team's energy levels, select Team Roster.

For more information, see Team Rosters on p. 10.

To call a play in 1 Box mode:

1. From the Formation screen, select the formation you want, then press **X**. The Play Call screen appears.
2. To bluff, move the box over the play you want to pretend to call and press **B**.
3. To call the play you actually want, move the box over the play and press **X**.
4. Press **A** to exit the Play Call screen.

When you press **B**, you hear the same "select" sound you hear when you press **X** but no play is called. Also, you can choose more than one play with the **X** button, the last play chosen is run.

Use the same procedure as when using 1 Box mode to set audibles.

- When you reach the line of scrimmage, press **X** to snap the ball and press **B** to fake the snap.

TIP: If you try a fake, you may draw the defense offsides.

CALLING AN AUDIBLE

1. From the line of scrimmage, press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.
3. Press **X** to snap the ball. See Set Audibles on p. 15.

THE PLAY CLOCK

The offense has 25 seconds after the whistle to call the next play and snap the ball. If the 25 seconds expire before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty. When a Timeout is called, the Play Clock is reset at 25 seconds.

OFFENSE

RUNNING

There are a number of slick moves you can execute while running the ball.

- On option plays: To hand the ball off or lateral to a runner, press **X**. The quarterback hands the ball to the closest back.
- To change directions, press the Control Pad in the direction you want to move.

- To make the ball carrier dive, press **A**.
- To explode forward, tap **B**.
- To spin, hold **B**.
- To hurdle, press **Y**.

PASSING AND RECEIVING

There are two passing modes: ABX Passing ON or OFF. With both modes, you can let the computer execute the play or you can take control of the quarterback by pressing the Control Pad in any direction. If you don't step up to you to call up receiver letters, choose a receiver, and pass the ba

ABX Passing On

ABX Passing ON gives you three receivers to choose from; it's also easier than ABX Passing OFF. A controller button letter appears next to each possible receiver, and you push the corresponding button to pass to that receiver.

- To display the button letters, press **X** after the snap.
- To throw to a receiver, press the corresponding button.
- Hold the button down for a bullet pass; tap for a lob.

ABX Passing Off

With ABX Passing OFF, you can choose from five available receivers. The technique is a little trickier but once mastered gives you more options on the field.

To execute a passing play with ABX off:

1. Press **X** to snap the ball. The letter "X" appears next to a receiver.
2. To cycle through receivers, press **A**/**B**. The "X" jumps to the next receiver. Keep pressing **A** or **B** to cycle through receivers until you get the one you want.

TIP: Just like a real quarterback, you've got to read the field and choose the right receiver quickly or you're sure to get sacked.

3. Press **X** again to throw to that receiver. As with ABX ON, hold the button for a bullet, tap it for a lob.

While the ball is in the air

- To switch control to the intended receiver in manual mode, press **B**, then use the Control Pad to guide the receiver. In automatic mode, the switch is made automatically.
- To raise the receiver's hands or make him jump, press **Y**.
- To make the receiver dive for the ball, press **A**.

FIELD GOALS, PUNTS, AND P.A.T.S

Select the formation SPECIAL TEAMS from the Play Call screen. Control Pad ↑ you don't see the formation. Select the play you want (e.g., Field Goal) and operate the kicking meter just as you would for a kickoff. See Kicking on p. 17.

NO-HUDDLE OFFENSE

For those desperate drives late in the game, try the hurry-up offense.

- To go straight to the line of scrimmage and repeat the previous play, hold **X** right after the whistle blows.
- To run a "Stop Clock" play (the quarterback throws the ball into the ground), hold **A** right after the whistle blows. When your team lines up, press **X** to snap the ball. The quarterback grounds the ba

TIP: Don't touch the Control Pad when executing a "Stop Clock" play. Once you assume control of the quarterback, you cancel the grounding command.

DEFENSE

DEFENDING A RUN

The defense reacts automatically to the action on the field, but you can take control at any time.

- To fire off the line of scrimmage and get a slight jump on the offensive linemen, press **X**. Watch out for offside violations.
- To dive at the ball carrier for a crushing hit, press **A**.
- To take control of the defensive player closest to the ball, press **B**.

- To make a power tackle when you are close to the ball carrier, press **X**.

OR

- To make the defensive player jump and raise his hands to block a kick or intercept a pass, press **X**.

DEFENDING A PASS

As the receivers run passing patterns, the defensive backs automatically cover them. However, if you want to take control of the defensive player closest to the ball, press **B**. The circle target moves under that player.

As with all defensive situations, the player over the circle target can dive (press **A**) or jump or raise his hands to intercept the pass (press **X**).

SPECIAL TEAMS

With both punts and field goals, you have two options: to defend or to block. Choose SPECIAL TEAMS as your formation, then make your selection from the Play Call screen.

When you receive a punt, choose PUNT RETURN if you want your men to drop back and block.

TIP: Choose PUNT BLOCK if you want to rush the punter and let the kicking team pursue your kick returner. Use the Control Pad to take control of your deep man.

You have the same options when you defend a field goal or P.A.T.

THE PAUSE MENU

You can pause the game at any time. The game clock stops running, and the Pause menu appears.

- To pause the game, press **START**. The Pause menu appears.

NOTE: Most of the Pause menu options are available from the Pregame menu. Only the unique Pause menu options are listed below.

To make selections from the Pause menu:

1. Control Pad ↕ to highlight an option.
2. Press **X** to select the highlighted option, or to toggle between available options.
3. Press **START** to return to the Pause menu.

RESUME GAME Return to the current game. You can also press **START** from the Pause menu to return to the game.

INSTANT REPLAY Review a play at any time during the game.

To view Instant Replay:

1. Select INSTANT REPLAY from the Pause screen.
   - Hold **Y** to rewind.
   - Tap **B** for frame by frame replay.
   - Hold **B** to replay in slow motion.
   - Tap **A** to replay at normal speed.
   - Use the Control Pad to position the cross-hairs over a player or portion of the field you want to isolate during the replay.
2. Press **START** to exit the Replay screen and return to the Pause screen.

TIMEOUT Each team has three time outs per half. These do not carry over from the first to the second half. When a team calls Timeout, the game clock stops and the play clock resets to 25 seconds. Timeouts can also be used to rest your players' energy levels are refreshed after a time out is called. You can call a Timeout after the whistle blows signifying the end of a play. Note that when you return to the Play Call screen, your Timeout indicator reflects the ca

GAME STATS View the current stats in the game's most vital categories.

- Control Pad ↕ to scroll through all the statistics.

TEAM STATS View the stats for all the players on your team.

- To toggle between the current teams, Control Pad ↔.
- To cycle through the positions, press **A** or **X**.
- To scroll through the players, Control Pad ↕.

DRIVE SUMMARY The Drive Summary displays the offensive plays run on the current drive. It shows the type of play, the yards gained or lost, time of possession, and any penalties that have been called.

- Control Pad ↔ to scroll through the entire Drive Summary.

PLAYOFFS AND BOWL GAMES

When you select NEW SEASON as a play mode, you can choose the style of tournament play you want. From the Game Setup screen, select either PLAYOFFS or BOWL GAMES. When the regular season ends, you begin Tournament play.

PLAYOFFS

Welcome to the playoffs, a 16 team single elimination tournament. Your team enters the tournament paired against its opponent according to rank. If your team wins, you advance to the next round. If your team loses, you can either select another team and continue the tournament, or return to the Game Setup screen and make a new play mode selection.

BOWL GAMES

Four Bowl games are scheduled: the Nokia Sugar Bowl, the Tostitos Fiesta Bowl, the FedEx Orange Bowl™ and the Rose Bowl™. The rankings determine the eight teams that participate in the Bowl games. Four spots are automatically given to the first ranked team in each conference; the second four spots are given to the remaining highest ranked All Conference teams. The first and second ranked teams in the country must play each other, and the Rose Bowl always hosts the Pac 10 and the Big 10 champs. After you play your Bowl game, check the rankings again to determine your final status.

TIES

If there is a tie after regulation time runs out, the game moves into overtime. In overtime the play clock runs as usual, but there's no game clock.

CREDITS

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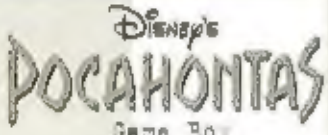

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   5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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